Game analytics report – 6th of January

**Group 5 – REAKTOR:**

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*“Did players reach their goal? Why?”*

Most of the goals throughout the game could be reached by the player, e.g. finding the key objects and outrunning Antag. However the final goal of Reaktor – reaching the reactor – was only achieved once. This is assumingly because of the very dense and small rooms of the archives; the last scene to be accessed before the player can reach the reactor. Also, the dead ends caused by the archive closets contribute to this problem.

A possible solution for this problem is to furnish these rooms with less closets. Alternatives are cutting out dead ends or even limit Antag to only access the hallways.

*“What are the players’ motivations for playing? Why? Is it what we expected?”*

The motivation for playing Reaktor is because it is a challenge. It can give players a nice adreline rush as well. This is because of the constant fear of getting caught by Antag. The jumpscares strentghen this atmosphere. This is exactely what Reaktor aimes at. Not a lot of people dare to even play it, just like games as Slenderman or Amnesia. This is what makes horrorgames a lot of fun!

*“What bugs did occur? Why?”*

A couple of bugs occured throughout playing the game, summed up beneath:

* *Antag jams:* Sometimes during gameplay, Antag jams on corners of walls. Therefore he can’t catch you and besides that he gets less scary. This problem is caused by Antag ‘making the wrong desicion’ walking to a certain waypoint. The consequence of this is Antags collider getting stuck in the wall.
* *Desks blocking doors:*
* textures